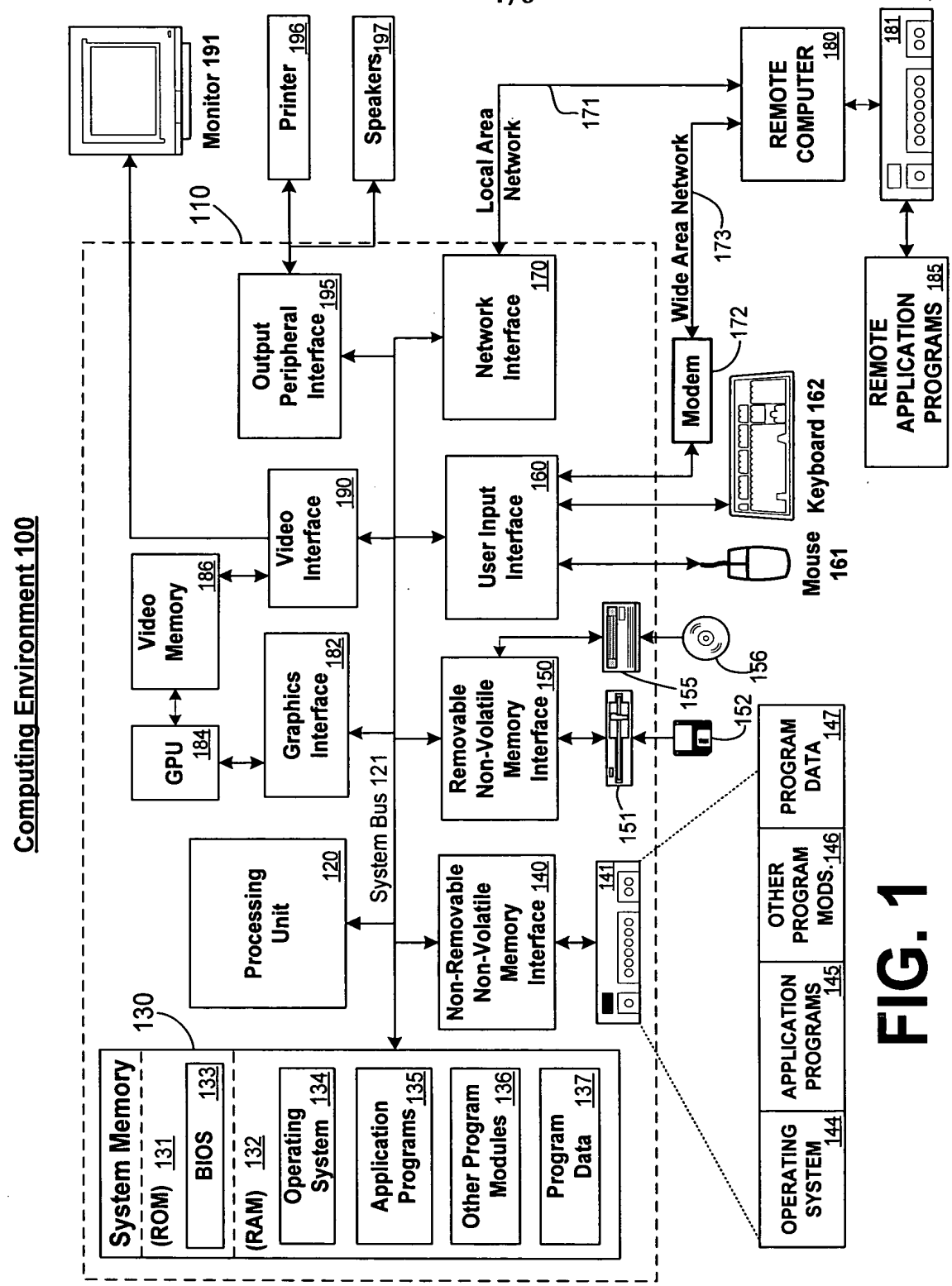
Computing Environment 100
Monitor 191
Printer 196
Speakers 197
110
Local Area Network
171
REMOTE COMPUTER 180
181
Wide Area Network
173
Output Peripheral Interface 195
Network Interface 170
Modem 172
REMOTE APPLICATION PROGRAMS 185
Video Interface 190
User Input Interface 160
Keyboard 162
Mouse 161
Video Memory 186
Graphics Interface 182
GPU 184
Removable Non-Volatile Memory Interface 150
155
156
152
151
System Bus 121
Processing Unit 120
Non-Removable Non-Volatile Memory Interface 140
141
130
System Memory
(ROM) 131
BIOS 133
(RAM) 132
Operating System 134
Application Programs 135
Other Program Modules 136
Program Data 137
OPERATING SYSTEM 144
APPLICATION PROGRAMS 145
OTHER PROGRAM MODS. 146
PROGRAM DATA 147

FIG. 1

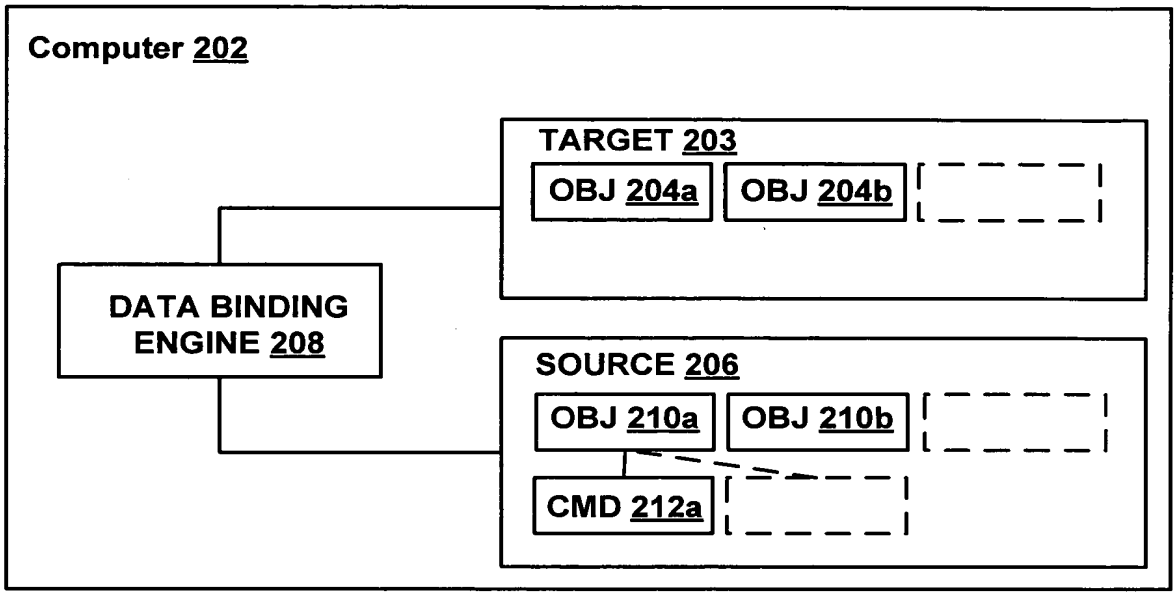
Computer 202
TARGET 203
OBJ 204a
OBJ 204b
DATA BINDING ENGINE 208
SOURCE 206
OBJ 210a
OBJ 210b
CMD 212a

FIG. 2

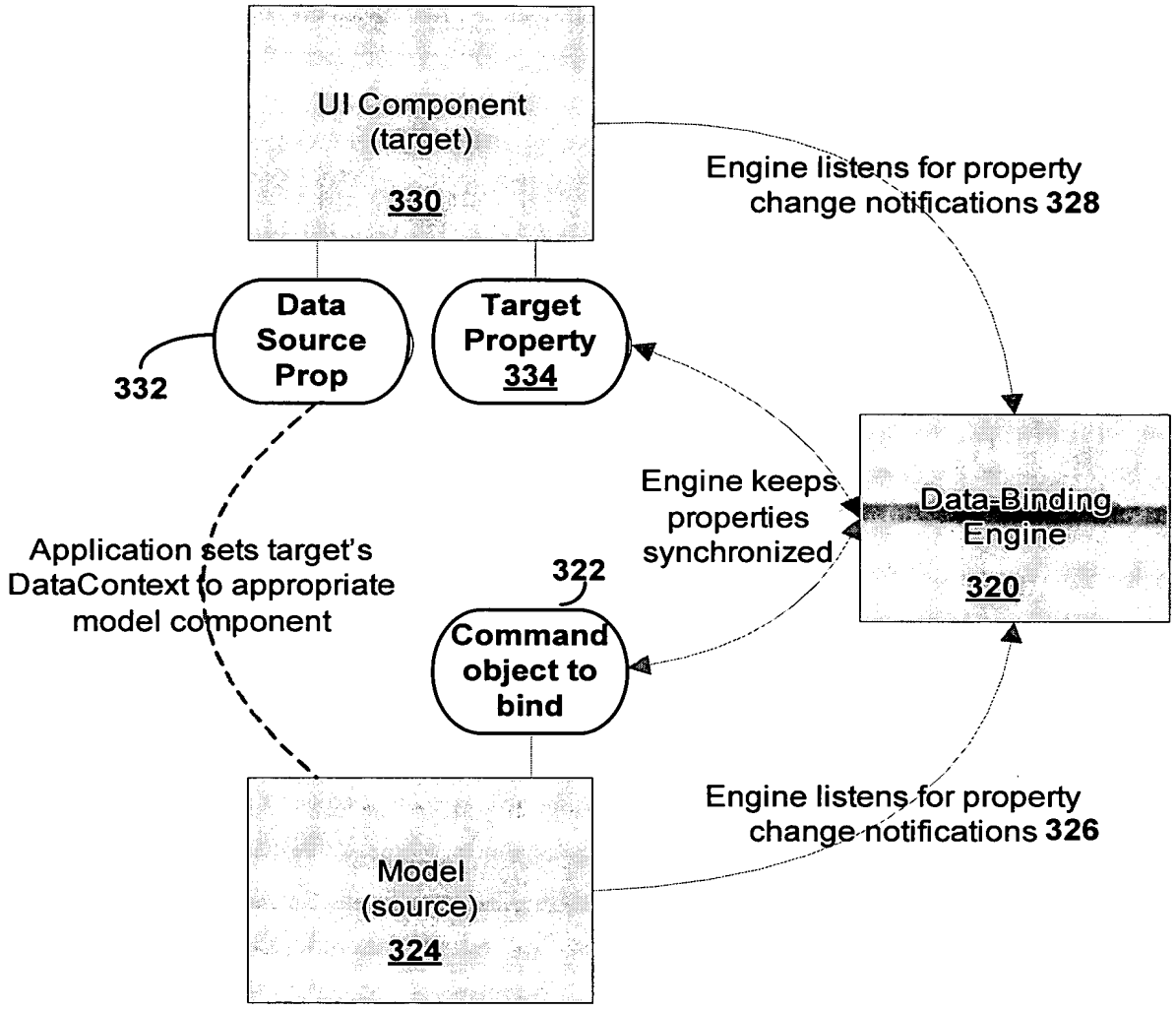
UI Component
(target)
330
Engine listens for property
change notifications 328
Data
Source
Prop
332
Target
Property
334
Engine keeps
properties
synchronized
Data-Binding
Engine
320
Application sets target's
DataContext to appropriate
model component
322
Command
object to
bind
Model
(source)
324
Engine listens for property
change notifications 326

FIG. 3

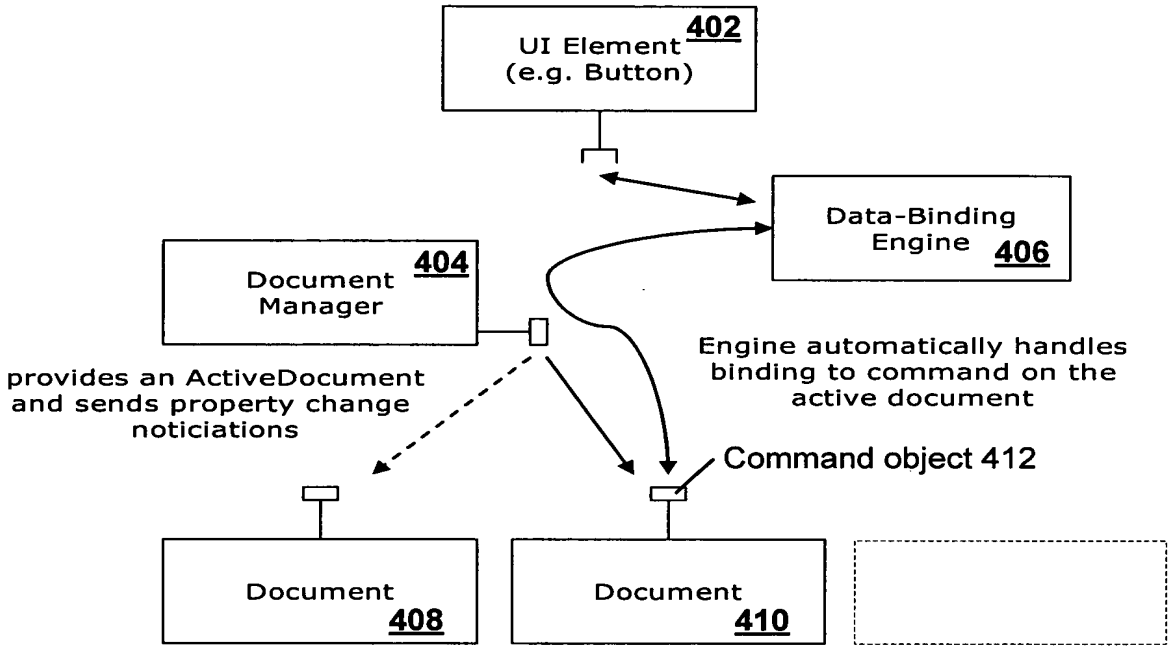
UI Element (e.g. Button) 402
Data-Binding Engine 406
Document Manager 404
provides an ActiveDocument and sends property change noticiations
Engine automatically handles binding to command on the active document
Command object 412
Document 408
Document 410

FIG. 4

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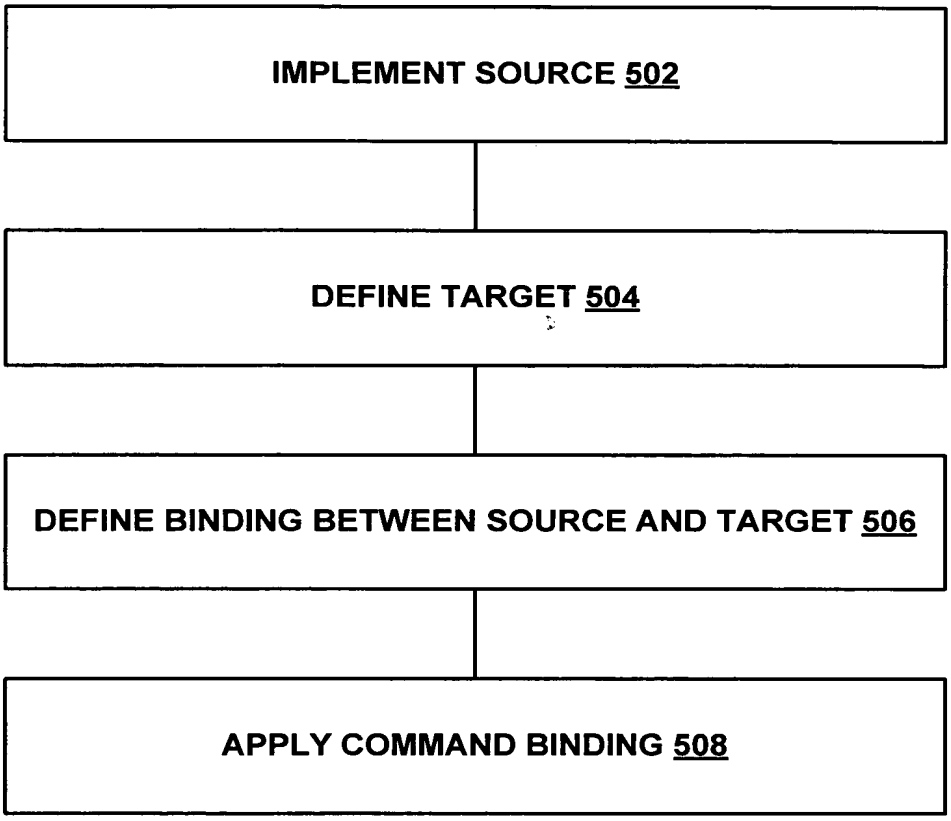
IMPLEMENT SOURCE 502
DEFINE TARGET 504
DEFINE BINDING BETWEEN SOURCE AND TARGET 506
APPLY COMMAND BINDING 508

FIG. 5

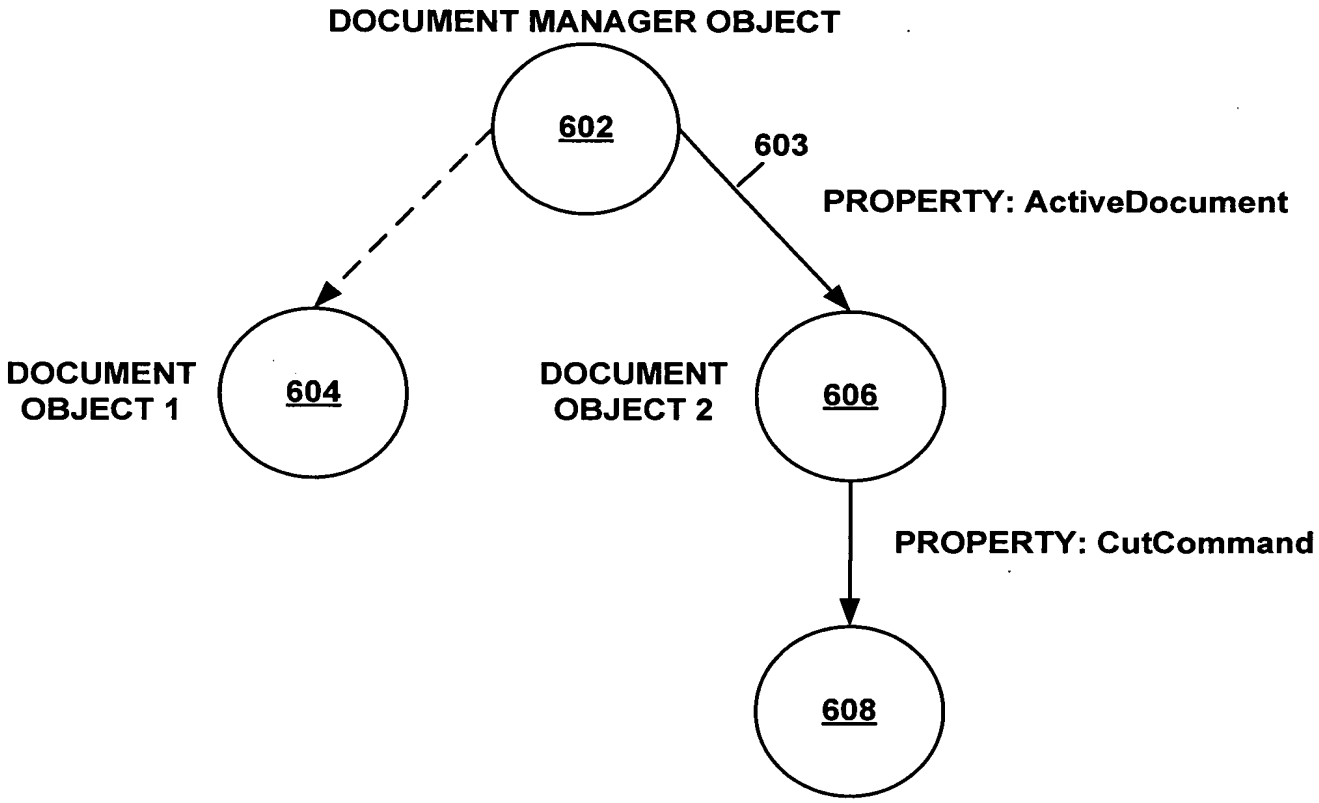
DOCUMENT MANAGER OBJECT
602
603
PROPERTY: ActiveDocument
DOCUMENT OBJECT 1
604
DOCUMENT OBJECT 2
606
PROPERTY: CutCommand
608

FIG. 6